It's a commodore 64 World!

CONTENTS

Keeping up with you.

THE COMMODORE 64

The widely acclaimed Commodore 64 personal computer, with its outstanding capability and versatility, offers a professional dimension that is truly remarkable. Even at twice the price you won't find the power of a Commodore 64 in any other personal computer. Its 64K Dynamic RAM memory is the result of advances in micro-electronic technology made possible by Commodore engineers. And this technological breakthrough is made even more amazing by the fact that the Commodore 64 sells for little more than the price you'd expect to pay for a toy. But a toy it isn't (although it has its fun side). Commodore has new electronic spreadsheets, name and address programs, diary programs, word processing and programs that store and retrieve electronic database. Then there's three-dimensional graphics, professional music synthesizer, 16 high resolution colours and a 66-key keyboard. This is the Commodore 64. Recommended Retail Price $499.00.
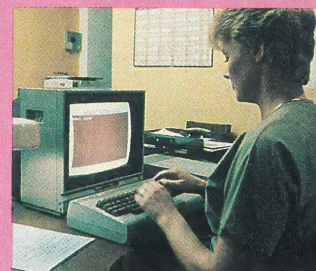
DATA

MICROPROCESSOR   MOS 6510
NUMERIC DATA FORMAT
Floating point   Exponent 2 digit
Mantissa 9 digit   −39 E 38
SYSTEM MEMORY AREA
20K ROM   3K RAM
USER AREA
38K RAM
54K RAM if BASIC interpreter not used
KEYBOARD
Qwerty layout 62 keys   Graphics
Upper/lower case   4 function keys

DISPLAY

40 column, 25 row, 16 colour on standard TV or Monitor, 255 screen/border colour combinations. Total 255 displayable characters including 124 graphic shapes. Up to 8 user defined movable object blocks, 'sprites' each with its own screen priority for 3D effects, Auto-collision detection between 'sprites' and any other screen object. Bit mapped 320 x 320 pixel hi-resolution graphics.

SOUND

3 voices, 9 octaves each. 4 waveforms: sawtooth, triangle, variable, pulse and noise. Programmable ADSR (attack, decay, sustain, release) generator. Programmable filter selectable for each voice: low pass, band pass, high pass or notch outputs. Variable resonance. Master volume control.

INPUT/OUTPUT

User port with RS232C facilities (requires level converter for full operation). Serial port (for floppy & printer). Cartridge port (for games & ROM software). Two joystick/paddle/lightpen ports for games control.
LANGUAGE   Built in BASIC interpreter
VARIABLES   Real, Integer, String
ARRAY VARIABLES   Real, Integer, String, Multi-dimensional

SYSTEM COMMANDS
LOAD, SAVE, RUN, STOP, END, CONT, PEEK, POKE, SYS, WAIT, USR

EDITING & FORMATTING COMMANDS
LIST, REM, TAB, SPC, POS, CLR/HOME, INST, DEL, CTRL, CRSR Controls
ARRAY & STRING COMMANDS
DIM, LEN, STR$, VAL, CHR$, ASC, LEFT$, RIGHT$, MID$
INPUT/OUTPUT COMMANDS
INPUT, GET, DATA, READ, RESTORE, PRINT
PROGRAM FLOW
GOTO, IF . . . THEN, FOR . . . TO . . . NEXT, GOSUB, RETURN, ON-GOTO, ON-GOSUB
FILE COMMANDS
OPEN, CLOSE, PRINT', GET', INPUT'
ALGEBRAIC OPERATORS
=, +, −, *, /, , , , =
LOGICAL OPERATORS
AND, OR, NOT
GENERAL SPECIFICATION
Physical dimension — 404mm (W) x 216mm (D) x 75mm (H)
Weight — 1.82KG
Power source — 240 V AC mains adapter

THE COMMODORE 64 OFFERS MORE THAN ANY OTHER PERSONAL COMPUTER
That's a bold statement, but we invite you to compare for yourself.

- 64K RAM
- Dedicated Video Chip
- Sprite Graphics
- Music Synthesizer
- High Resolution Graphics (320 x 320)
- 16 Colours
- IEEE-488 & RS232C Interface
- PET Software Compatibility
- Used with Monitor or TV
- Internal UHF Modulator
- Output for External Amplifier
- Full PET Character Set
- Accepts Plug-In Application Cartridges
- Full Programmable User Port
- 2 Ports for Joystick or Light Pen
- Networking
- Ports for Two Sets of Paddles
- New 6510 CPU with Extra I/O
- Fully Compatible with 6502 Assembly Language
- Interface to Many Peripherals

THE EXECUTIVE SX-64

Included at no extra charge: Word Processor, Database, Electronic Spreadsheet and Utilities Package

R.R.P. $1499.00.

The Commodore Executive 64 represents the latest in microcomputer hardware with features not commonly found in systems costing many times more. The Executive 64 has outstanding graphics, colour, music and computing capabilities and, to top it all off, comes in an easy carry case making it a very personal, portable computer that allows you to take the solution to the problem. The built-in 13cm colour display monitor and built-in 170K disc drive gives you a completely self-contained unit that is as much at home in the home as it is in the office. In fact, this remarkable machine can be operated wherever 240 volt mains power is available.

MEMORY SIZE

64K of random access user memory (RAM) is included in the basic unit — ample storage to handle the most demanding personal computer applications. 20K permanent read only memory (ROM) contains the operating system and BASIC language. The Executive 64 uses the 6510 chip.

VIDEO DISPLAY

The Executive 64 can display up to 40 characters by 25 lines of text in any of 16 colours, and 64 graphic characters, all on its built-in 5 inch diagonal colour monitor; ample display for the majority of text oriented software. In addition, there is a high resolution graphics display capability of 320 by 200 dots (pixels). Animation is possible through 8 (24 x 24 pixels) sprites which can accommodate 4 colours each. Wholescreen animation is possible through automatic scrolling by pixels horizontally and vertically. Separate chrominance, luminance, and audio outputs will allow for external monitoring and sound amplification.

MUSIC SYNTHESIS

A music synthesiser, with capabilities rivaling many of the dedicated synthesisers available, is an integral part of the Executive. And because they can be attached directly to a high quality sound system, the full range of sound produced can be appreciated.
The 6581 Sound Interface Device provides this high quality music and sound reproduction. It can produce three independent voices, each with a nine octave range; and sawtooth, triangular, square, variable pulse and noise waveforms. It also features a programmable ADSR (attack, decay, sustain, release) generator. Programmable filters and a filtered audio output are standard.

LANGUAGES

The primary language for the Executive 64 is Commodore BASIC 2.0, originally used in the Commodore PET, which is an enhanced version of the popular Microsoft BASIC, with advanced string handling functions.

PRODUCTS AND PERIPHERALS

1541 "INTELLIGENT" DISK DRIVE
Fast high-capacity storage and retrieval of programs and data on standard 5¼ inch floppy diskettes. Store up to 170K on each disk, with read/write compatibility with Commodore PET/CBM computer systems (4040 and 2031 disk drives). Since Commodore's "intelligent" disk drives have their own microprocessors, your computer keeps all available RAM for the program it is running.
**R.R.P. $499.00**

1530 DATASETTE RECORDER
The most easy-to-use computer program recorder available. There are no tone or volume controls to worry about, it just plugs straight into the back of your Commodore computer and takes its power from there (no separate mains plug or batteries). Use it to load commercial cassette programs you have bought or to save programs you've written yourself.
R.R.P. $44.95

MPS801 GRAPHIC PRINTER
Ideal for the home or small business computer user. It uses a single hammer 6 x 7 dot matrix to print upper and lower case text 80 characters to a line at 30 cps. It does double-size printing, reverse printing (white on black), and the full PET graphic character set. Also prints dot-addressable graphics. Commands and control codes are the same as the old 1525 printer.
**R.R.P. $399.00**
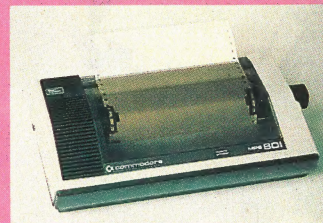
MPS802 HIGH QUALITY PRINTER
Prints better looking documents and reports with a serial impact dot matrix head and 8 x 8 character font. Bi-directional printing accomplishes everything the MPS-801 does, but faster and better (with the exception of high resolution graphics). Speed is 45 lines per minute. The built-in tractor feed mechanism accepts widths from one-up mailing labels to 10-inch computer folded paper. And it accepts single sheets of cut paper (for letterheads, invoices, etc.).
**R.R.P. $499.00**

1701 COLOUR MONITOR
This 14-inch high resolution colour monitor will give you 'professional' video quality far better than that obtained through a TV set. An added bonus is that the 1701 links to most Video Cassette Recorders to give you better playback of your video tapes!
**R.R.P. $499.00**
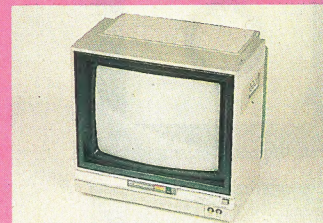
JOYSTICK AND GAMES PADDLES
Designed to make game playing more fun on your Commodore computer, the games joystick lets you control movement in eight directions and includes a 'fire' button to blast the enemy. The games paddles control your game in two directions only (such as left/right in Sea Wolf) but can accommodate up to 2 players.
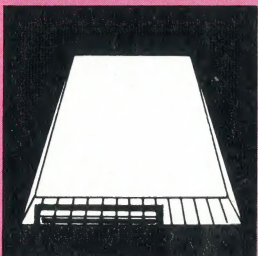**JOYSTICK R.R.P. $12.00 each**
PADDLES R.R.P. $19.00 per set
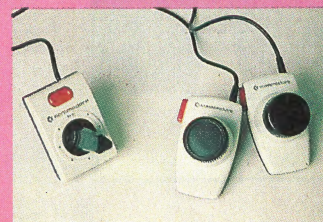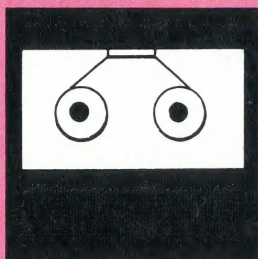
DATASETTE

When this symbol appears next to a program in this catalogue it means that you must have the Commodore 1530 Datasette. No other cassette player can be connected to the computer. SX64 portable computer owners please note: You cannot plug a datasette into the SX64 as there is no compatible port.

CARTRIDGE

This symbol means that some or all of the program is contained on a micro chip plugged into your Commodore computer. Interchanging of 64 cartridges with VIC 20 cartridges is not possible because of cartridge port restrictions. When inserting or removing cartridges **ALWAYS** ensure that your computer is turned **OFF!** Failure to do so could result in damage to the computer **and** the cartridge.
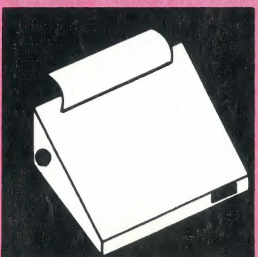
PRINTER

A printer symbol seen next to a program, in this catalogue, means that a printer would be **desirable,** but not absolutely necessary, except in the case of the M-64 accounts package. Please note that the Commodore 1526 or MPS-802 printers will **not** work where a high resolution printout is required. For this the MPS 801 printer is recommended. Please contact your local dealer for further information. All Commodore printers listed in this catalogue can be used on either the C64, SX64 or VIC 20 computers.
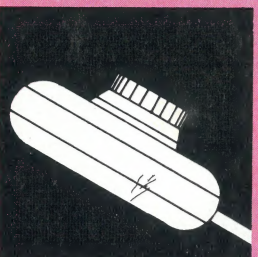
PADDLES

Paddles are similar to joysticks and are used for horizontal movement at a much faster speed. Commodore currently make one set of paddles. Other makes are available which are compatible with Commodore equipment.

DISK DRIVE

This symbol next to a program means that you **must** have either the Commodore 1540 or 1541 Disk Drive in order to use the program. Disk Drives are often used in business programs or where programs are lengthy. They are very fast in transferring information to and from your computer. Disk Drives are delicate pieces of equipment and should be cared for and operated in accordance with the Disk Drive Manual.
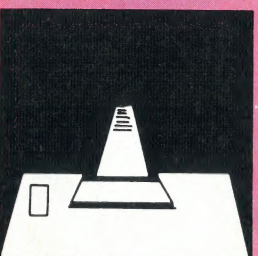
JOYSTICK

The joystick is often used to control the conduct of games and allows the operator to move objects on the screen without using the keyboard. Currently, Commodore makes one joystick, however there are many other joysticks available compatible with the Commodore range of personal computers and we suggest that you talk to your local dealer/retailer to find out more. In some instances games will show the joystick symbol twice. This means that two joysticks are required in order to play the game successfully.

BUSINESS SOFTWARE

One of the most common complaints of any small business is the amount of paperwork to be handled and the tracking of that paperwork.
With the use of a Commodore 64 or SX64 you can **decrease** the amount of paperwork and **simplify** access to information.
Here are some examples of how Commodore can help your business.

WORD PROCESSING
In very simple terms a word processor is a typewriter that thinks for itself. Simply type in information, leaving page layout and spacing until the text is completed. Spelling mistakes can be changed without re-typing the whole page. The letter may be printed, stored on a floppy disk (which can be recalled and printed at any time) or multi-copied and addressed to different people, all in a few simple keystrokes.
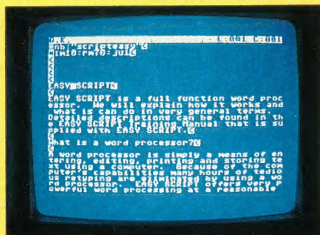
ELECTRONIC SPREADSHEETS
The Electronic Spreadsheet has transformed the burdensome and complex task of budgeting into a precise, controlled and simple function that can be completed in a fraction of the time normally associated with manual methods.
The traditional, large paper spreadsheet with its intimidating spectrum of manual calculations is eliminated and replaced with easy key commands which instruct the computer to enter, delete, re-calculate, store, retrieve and adjust data automatically.
Simply feed in your figures and calculations where required and the computer will do the rest.
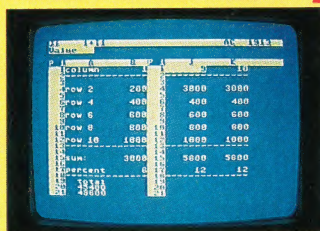
DATABASE SYSTEM
A database is a little like an disorganised filing system that, when asked, can organise itself into forms acceptable to you. For example, you might have a business with 300 accounts. These could be stock items, customers, patients, suppliers or club members. You may, for example, record details about each account and store them on a floppy disk. You could then command a print out, list all accounts in alphabetical order, or list all outstanding accounts in a particular state or postcode. A database system is one of the most accurate filing systems available.
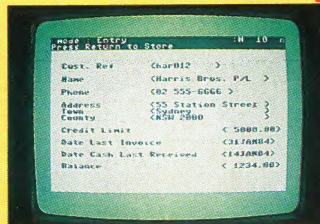
EASY SCRIPT CAT. NO. 364207 $100.00
A powerful word processing package that enables you to create, modify and print text quickly and easily. It contains such sophisticated features as full horizontal and vertical tabbing; variable margins; search and replace; mail merging; file linking and all other standard word processing features. Easy Script can be used for writing letters, reports, memos, book manuscripts — in fact any kind of document. (Refer page 6)
Illustrated . . . **DPS 1101 Daisy wheel printer.** Just released! 12 characters per second.
**R.R.P. $799.00**

EASY SPELL CAT. NO. 364208 $80.00
A spelling checker for files produced only by the EASY SCRIPT word processing package. It can be used to check text in individual Easy Script files of text that is spread over files that have been linked together. The Easy Spell package comes complete with a 20,000 word Oxford based dictionary diskette which can be added to.

EASY MAIL
CAT. NO. 364204 $80.00
Now your address files can be simple to manage! Keep track of names and addresses and simplify label printing. Easy Mail has all the features you need to prepare special mailings by searching and sorting your address files for specific categories such as postcode. Especially useful for clubs and small businesses.
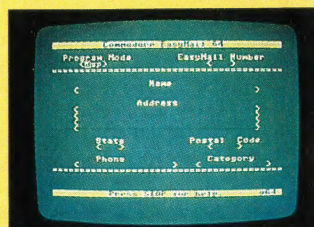
EASY STOCK CAT. NO. 364202 $100.00
A comprehensive stock control system specifically designed with retailers and smaller businesses in mind. Features included are full report facilities such as price list, inactive stock, reorder list, slow moving stock and sales analysis. Up to 550 records can be stored on each disk with no limit to the number of disks.

EASY FILE
CAT. NO. 364201 $80.00
Provides a comprehensive database system which can easily handle the needs of small business. The records can be designed on either one or two screens. The program offers full arithmetic functions, a total search facility and the ability to produce a wide variety of reports.

CALC RESULT EASY
CAT. NO. 510200 $100.00
An easy-to-use electronic spreadsheet that is 64 columns by 254 rows. Calc Result Easy is a simplified version of Calc Result Advanced and has full editing facilities and complete graphic representation for both screen and printer outputs. (Refer page 7)
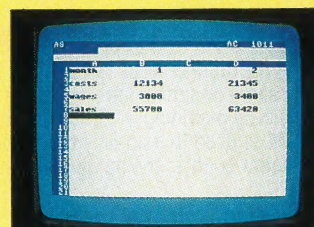
CALC RESULT ADVANCED CAT. NO. 510189 $200.00
A sophisticated but easy to use three dimensional electronic spreadsheet which is 64 col. x 254 rows x 32 pages. Calc Result Advanced has editing functions and help screens, and it lets you print bar charts and individually formatted tables. The program also lets you view up to four pages at once on the screen. Designed for the business person and accountants alike. Manual includes five tutorials as introductory training. (Refer page 7)

WORD PROCESSOR

EASY SCRIPT IS A POWERFUL WORD PROCESSING PACKAGE. IT ENABLES YOU TO CREATE, MODIFY AND PRINT TEXT QUICKLY AND EASILY. EASY SCRIPT CAN BE USED FOR WRITING LETTERS, REPORTS, MEMOS, BOOK MANUSCRIPTS — IN FACT ANY KIND OF DOCUMENT. TEXT CAN BE STORED ON DISKETTE OR CASSETTE SO THAT IT MAY BE PRINTED OR MODIFIED AS REQUIRED.

The advantages of word processors in terms of time and cost-saving are well known.
These include:

- being able to view text before it is printed
- the facility to create a document from standard paragraphs
- the ability to produce personalized standard letters

Easy Script provides all these features together with many more advanced facilities to do all of the following:

- set and adjust left and right margins
- align text at the righthand side of the page (justification)
- enable information to be printed at the top and/or bottom of each page
- number pages automatically
- give horizontal, vertical and decimal tabulation
- link text files together
- provide an automatic word search and replace function
- transfer and/or duplicate text
- insert, delete, erase and merge text

and much more.

LEARNING COMMANDS AS YOU GO

Although Easy Script has a wide range of commands, it is not necessary to know how to use all of them straight away. All except the very basic Easy Script commands need only be learned for a particular application. Unlike traditional typewriters, the line length for text is indicated in a format command allowing you to enter text in a 'free format' way, i.e. you simply type away and press the RETURN key to indicate the end of a paragraph. With just a few Easy Script commands, you can quickly produce professional looking documents.

PERSONALIZED MAILINGS

One of the most tedious tasks in any business is the repeated typing of the same or similar letter to many people. Easy Script solves this problem by providing a 'fill file' facility.
A fill file is used to hold only that information which varies between each letter such as the name and address of a client.

FILL FILE — FROM WHICH PERSONALISED LETTERS CAN BE CREATED

One standard letter is typed and, with a simple series of commands, Easy Script allows you to print copies of the letter using all or selected records from the fill file. A blank standard letter is shown below.

THREE COPIES OF THE LETTER TO DIFFERENT PEOPLE

The Easy Script word processor is invaluable for journalists, authors, secretaries, students, in fact anyone who writes either for business or pleasure. Used in conjunction with the Easy Spell spelling checker, Easy Script will quickly turn waste paper and correcting fluid into things of the past.

HARDWARE REQUIREMENTS

- Commodore 64 computer
- suitable TV or Commodore monitor
- 1541 disk drive
- a suitable Commodore printer

The 1541 disk unit can be replaced by a CBM 2031 single disk drive or a dual disk unit (4040/8050). These require the use of the Commodore IEEE Interface.

PRINTERS

Easy Script can be used with a variety of printers ranging from the low cost dot matrix type, such as the MPS801 or MPS802, to the more expensive letter-quality printers such as the DPS1101.
Alternative printers supported by Easy Script include:
Commodore Printers

- 4022 and 4022P
- 8023P
- 8300
- 6400

These all require the use of an IEEE interface.
Other Printers

- DIABLO 630
- Smith Corona TPI and EL2000
- OKI Microline
- MX 80

These require the use of a Commodore 1011A RS232C interface or equivalent. Easy Script also supports Centronics printers. These require a special connecting cable.

Product No. 364207
Specifications of software and hardware are correct at time of going to press, but are subject to alteration at any time.
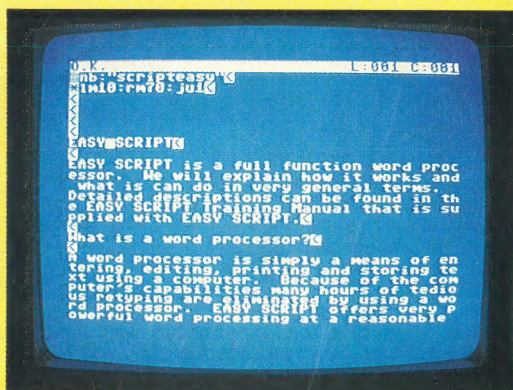
ELECTRONIC SPREADSHEET

MAKE YOUR C-64 REALLY EARN ITS KEEP!

Calc-Result is Commodore's "electronic spreadsheet" program for the Commodore-64 personal computer and the SX-64 executive computer that makes it easy for you to plan ahead with facts and figures.

More than just another "spreadsheet" program; Calc-Result 64 has been especially written to take advantage of the features built-in to Commodore's 64-family of personal computers.

You can highlight or separate different groups of figures on the computer screen by designating different colours. Type in a wrong command and the screen pulsates a red warning colour and an audible alarm is sounded.

If your work involves financial management, planning or forecasting, then Calc-Result can turn '64 into the most powerful decision making tool at your disposal. Yet this versatile tool is equally suited to simpler jobs like managing a home budget.

Calc-Result makes it simple to forecast what effect any changes will have on your plans. Thinking of adding an extra salesman? Calc-Result can show you what it will cost you and what you may expect in return. What if sales tax goes up by another 5 per cent? Calc-Result can immediately re-vamp your sales figures.

And for the man on the land, Calc-Result is an ideal way to manage your primary production. Questions like WHAT IF feed prices go up 13 per cent? Or WHAT IF grain production drops by 20 per cent can be answered easily and countermeasures planned.

Now it is easier than ever before to prepare error free spreadsheets and graphs that can be read at a glance and put you in command, and rather than just a "green screen" you can use all the colours built in to your Commodore-64 computer to highlight and differentiate your important figures.

And if you get stuck while setting up your charts or tables, you don't have to keep referring back to the instruction book since Calc-Result includes built-in "help" files of information you can bring up on your computer's screen.

AUXILIARY SCREENS AND AN EXPLICIT MANUAL

— make Calc-Result simple to use and easy to learn.

Calc-Result is delivered with an instructive manual that thoroughly penetrates all parts of the program.

The manual is illustrated by descriptive examples showing the many possible uses of the program.

If you need a quick advice in the process of working the program, on what to do next — you just press the button and an auxiliary screen will appear.

This supporting help screen will clearly show your alternatives. The auxiliary screens make Calc-Result the most simple-to-use and easy-to-learn of all computer-programs.

3-DIMENSIONAL CALCULATION

The traditional program contains one electronic page that consists of 64 columns and 254 lines.

Calc-Result Advanced can contain up to 32 pages and they are all interrelatable.

The new dimension makes it possible to maintain automatically interrelated calculations between associated companies to compare

real estate investments or estimate alternative cost of production etc. An immediate control can be obtained of the overall consequences of a specific increase in one of the subsidiaries.

NB: Calc-Result Easy does not have the facility for 3-dimensional spreadsheets or help screens.

EASY & ADVANCED

	CALC-RESULT EASY	CALC-RESULT ADVANCED
Size	64 x 254	64 x 254 x 32
Colour	Yes	Yes
3-dimensional	—	Yes
Global recalculation	—	Yes
Adding pages	—	Yes
Auxiliary screen	—	Yes
Graphic representation	Yes	Yes
Formula protection	Yes	Yes
Mathematical priorities	Yes	Yes
Conditional functions	Yes	Yes
Print at choice	Yes	Yes
DIF-files	—	Yes
Editing of formulas	Yes	Yes

GRAPHIC REPRESENTATION

Calc-Result can at any time translate numbers into charts on the screen or on the printer.

Complicated calculations are easily illustrated by just the push of a button.

Generally, it is easier to illustrate a numbers situation in chart-form.

FLEXIBLE PRINTING POSSIBILITIES

Calc-Result gives you the opportunity to decide your layout.

You can choose the printing order of the columns, the width of the respective columns and also the number of times the column shall appear. After these choices are implemented you can store the layout. Traditional calculation programs print the layout as it appears on the screen and offer no choice at all.

SUPERBASE 64
CAT. NO. 510205 $180.00
Currently the most powerful Database Management System available for the 64. Superbase 64 is an easy to use Database System controlled by Menus from which you select the options you want. It is also a powerful Application Generator and Database Programming Language. This allows you to automate the operations you will most frequently require and even to set up your own User Defined Menus to tailor the system totally to your own needs.
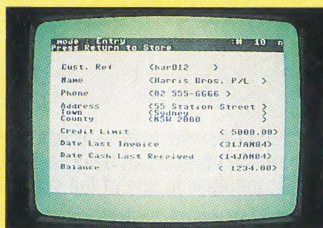
THE MANAGER
CAT. NO. 364216 $100.00
A general database system to handle user created files. Interfaces with Easy Script, accumulates totals on screen and creates sub-files. Sorts from any field and includes powerful report printing capabilities. (Refer page 9)
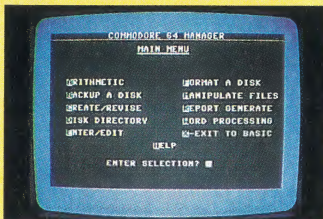
WORD/NAME MACHINE
CAT. NO. 364210 $80.00
Commodore's most easy-to-learn and easy-to-use word processing package. Designed for beginners and perfect for letters, address lists, and notes. Some of the features available in these companion programs, Word Machine and Name Machine are:— Easy to understand Menus; Over-typing, inserting, and deleting of text; three print formats: Draft, informal and formal; Easy to write name and address file; prints an easy-to-use telephone and address book. Will also print name and address labels.
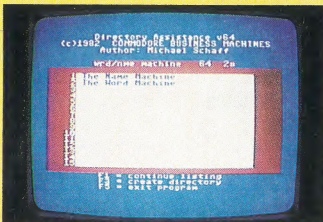
DIARY 64
CAT. NO. 510196 $55.00
A simple database system that allows you to keep track of telephone numbers, addresses, appointments, birthdays and schedules. Allows printing of address labels and different types of lists.
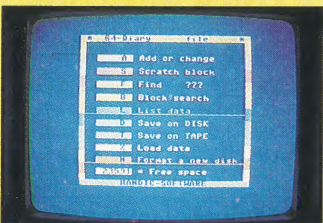
MAGIC DESK I
CAT. NO. 364801 $60.00
An innovative animated, home and small business, "Type and File" cartridge. If you can use a typewriter and file cabinet then you can use Magic Desk. Allows you to type letters, class papers, reports and memos; record names and addresses, home inventories and anything else you want to type and file. All filing and printing operations are automatically linked to your Commodore disk drive and printer. (Refer page 10)

M-64 ACCOUNT SYSTEM

The M-64 Accounts System is the first complete set of accounts packages now available for your Commodore 64 or SX64 computer. They were designed to suit the business person(s) who have not had a lot to do with computers. Each package has comprehensive on screen instructions making them very easy to use and at the same time very powerful. Each package can be bought and operated as one or all bought together (with the exception of the sales analysis/invoicing package).

M-64 DEBTORS CAT. NO. 510250 $100.00
Maximum number of debtors — 490.
Maximum number of transactions per month — 1,910.

M-64 SALES ANALYSIS/INVOICING
CAT. NO. 510251 $100.00
Maximum number of customer types — 80.
Maximum number of sales types — 80.
Maximum number of tax codes — 10.
Maximum number of product line groups — 200.
Note: Must be used in conjunction with the M-64 Debtors package.

M-64 CREDITORS CAT. NO. 510252 $100.00
Maximum number of accounts — 250.
Maximum number of transactions per month — 1600.

M-64 GENERAL LEDGER CAT. NO. 510253 $100.00
Maximum number of accounts — 400.
Maximum number of headings — 100.
Maximum number of totals — 100.
Maximum number of budgets — 200.
Maximum number of transactions per month — 1000.
Maximum number of comments — 360.
Maximum number of batches per month — 120.

M-64 STOCK CONTROL CAT. NO. 510254 $100.00
Maximum number of stock lines — 1000.
Maximum number of suppliers — 99.
Maximum number of movements per batch — 200.

ELECTRONIC CASHBOOK
CAT. NO. 510206 $100.00
This package is an absolute necessity for any business. It allows for twenty different income categories and sixty different expense categories involved in day-to-day business banking. One hundred per cent Australian produced to suit Australian conditions, it includes such features as periodical payments, modify transactions, bank balance and enquiry searches, reconciliation, reports and summaries and monthly budgets.

DATA BASE

AN AFFORDABLE DATA BASE FOR THE COMMODORE 64 & COMMODORE EXECUTIVE PERSONAL COMPUTERS.

The Manager is a Data Base program suitable for home, small business and education applications.

A Data Base is the computer equivalent of the old card-index filing system. But the advantages of a computerised system is that sifting through your records can be done many times faster by computer.

Whether you need to organise a Christmas Card list, Small Business Inventory, Chequebook or a School Gradebook, The Manager can handle your needs and a thousand other tasks besides.

All you have to do is sit down at the screen of your Commodore-64 or Commodore Executive personal computer, and instruct The Manager program how you want your records stored:

For example, in a club or personal mailing list, you might wish to record your friends' Given Name, Family Name, Street Address, Suburb and Postcode. All you have to do is tell your '64 what the maximum expected length of each of these fields is, and it will then set up a file to store this information on a floppy diskette for you. For a more complex list you might also wish to include further information such as Age, Sex or Dues Owing.

Whatever you tell The Manager to set up for you it will organise into records which you can then access with your Commodore personal computer. You can read the information you require off the screen, or use an optional printer to produce printed reports, mailing labels, index cards or even club membership cards if that's what you want.

Once you've typed your information into the computer, you can sort all your records into any order you choose. Names and addresses can be sorted alphabetically or by postcode, in alpha order within each postcode or any other way which suits your needs, such as by age or sex or money owing.

The Manager not only lets you pull your information out again so you can list or print it in any format you choose, it also allows you to perform calculations on numeric values within your records. You could look up every customer who owes you more than a certain amount, or total up the amounts of money owed to you by customers within a certain postcode. The potential is enormous, and exactly what you do with The Manager is up to you and your imagination!

TYPICAL APPLICATIONS INCLUDE:

HOME
- Mailing Lists
- Home Inventory
- Recipe Index
- Stamp/Record/Video Tape Collection Organiser
- Investment Tracking
- Checkbook Balancing

BUSINESS
- Accounts Payable/Receivable
- Inventory
- Personnel Records
- Appointments Scheduling
- Project Manager

SCHOOL
- Research Article Index
- Students' Grade Book

To help you get started on your '64 with The Manager, we have included four sample applications on the disk. They are:
- Christmas List Planner
- Task Manager
- Chequebook
- Stock Portfolio Analyser

These applications can be used immediately without modification, and they are also useful models to teach you to create your own Manager Applications.

The Manager is easy to use. Straightforward prompts and menu selections guide you throughout the program. An online "help" feature is also available: so all you do is ask for help, and a series of prompts and instructions are displayed on the screen.

The Manager requires a Commodore Disk Drive. A Commodore Printer is optional, but will be required for printed reports or labels.

Specifications of software and hardware are correct at time of going to press, but are subject to alteration at any time.

TYPE AND FILE

MAGIC DESK 1 IS SOMETHING TOTALLY NEW TO THE WORLD OF AFFORDABLE PERSONAL COMPUTERS — A USEFUL PROGRAM FOR THE HOME THAT ANYBODY CAN USE. EVEN IF YOU'VE NEVER TOUCHED A COMPUTER BEFORE, MAGIC DESK 1 MAKES IT AS EASY AS POINTING A FINGER!

Now you can make use of your Commodore-64 (or Executive 64) micro computer as a truly useful home, educational or business tool without having to be a "whiz" at personal computing.

Magic Desk gives your '64 the two most important functions of an office desk: the ability to type letters or reports, and the means of filing and retrieving them quickly on a floppy disk. You don't have to read through a host of complicated manuals learning how to use a computer, printer or floppy disk drive. Yet Magic Desk lets you accomplish many of the tasks that previously required expensive professional programs for Word Processing and Data Base storage.

All the hardware you need is a Commodore-64 computer with Commodore disk drive and Commodore printer; plus an ordinary games joystick. Plug in the Magic Desk cartridge and switch on the power and you're off and running.

When you switch on the computer a colour picture of the "Magic Desk" itself fills your screen. On top of the desk is a picture of a typewriter, to the right of the desk is a three-drawer filing cabinet, and beneath the desk is a waste paper basket. There is even a picture of a digital clock on top of the filing cabinet, and you can set it to keep the correct time.

Above the desk floats a large hand with a pointing finger. This is your "pointer" and it moves around the screen when you manipulate your games joystick.

To type a document, point the finger at Magic Desk's typewriter, and the computer screen flashes up a close-up picture of the typewriter's platen with a fresh sheet of paper already inserted and waiting for you. Type a few letters on your computer keyboard, and you can watch the typewriter on your computer screen type out the letters on the sheet of the paper. All this is done complete with very lifelike sound effects of clattering keys. The magic "typewriter" on your Commodore-64 computer even includes a warning bell that sounds as the typewriter nears the right margin of the typed page. When you hit the (return) key on your computer, the carriage return of the typewriter zips back again.

When your document is completed you only need to point the magic finger to the picture of a printer for your Commodore-64 to print out the "hard copy" of your text.

Likewise, when you want to "file" a document you have typed, all you need do is point the magic finger to one of the drawers of the pictured filing cabinet. Your document is then automatically stored magnetically on the Commodore disk drive.

Magic Desk makes the whole process quick and easy by giving you step-by-step instructions on the screen.

Finding your way through the files has been made as similar as possible to the process of using a conventional filing cabinet. The Magic Desk filing cabinet has three drawers, and each of these drawers holds ten yellow folders which you can label by typing a name or code on it. From then on the name remains on the folder every time you look in that drawer. Then when you open the folder, there are ten sheets of paper inside, and you can label each one of these too.

Magic Desk 1 makes your Commodore-64 (or Executive) computer an extraordinarily useful tool for an amazingly low price. It's writing and filing applications are ideally suited for low-volume applications such as correspondence in the home or for a small club, essay-writing for students, and certain small-business applications.

Even if English is not your native language and you plan to type your documents in another language (as long as it uses the standard alphabet) you will have little trouble understanding all of the program's functions.

If your writing needs are more sophisticated, then you should look at Commodore's powerful Easy Script and Easy Spell programs for work processing, automatic spelling checking and even form letters where one letter is written and "personalised" by having names and addresses automatically inserted in each copy.

For the maximum power and versatility in filing, there is Commodore's Superbase-64 program which lets you set up any number of files and manipulate all of the information stored within. It can also link to Easy Script to produce "fill files", i.e. names, addresses and other information you can merge into form letters or similar documents.

But for simplicity and low cost, there's nothing like Magic Desk. Ask your Commodore dealer for a demonstration today.

Specifications of software and hardware are correct at time of going to press, but are subject to alteration at any time.
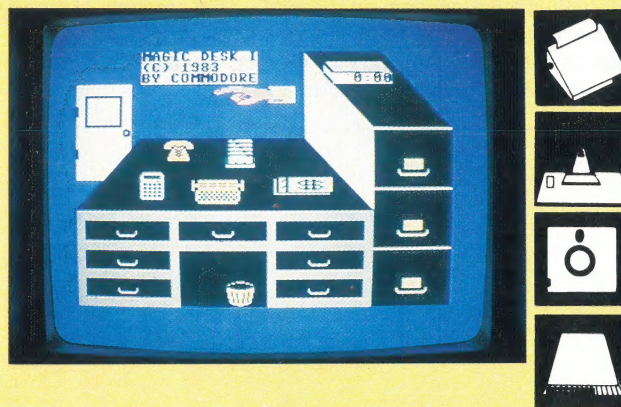
EDUCATIONAL SOFTWARE

INTRODUCTION TO BASIC PART 1 — CASSETTE
CAT. NO. 365151 $40.00
This most popular VIC 20 self tutorial has been revised and improved for the Commodore 64. Although this course relates to the Commodore 64, once you have mastered it you can use the skills on any other BASIC computer.
Fifteen units containing practical work and experiments. Two cassettes are included.

INTRODUCTION TO BASIC PART 1 — DISK
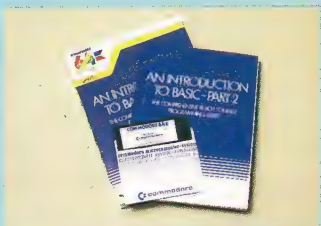**CAT. NO. 365153 $40.00**

INTRODUCTION TO BASIC PART 2 — CASSETTE
CAT. NO. 365152 $40.00
Second stage of this self tutorial. Ten units inlcuding reading, practical work, programming and a self-test questionnaire.
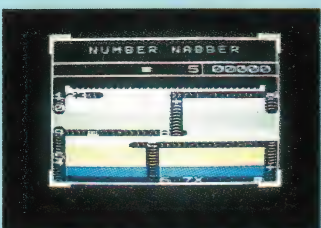
INTRODUCTION TO BASIC PART 2 — DISK
CAT. NO. 365154 $40.00

NUMBER NABBER/ SHAPE GRABBER
CAT. NO. 364312 $30.00
Two different learning skill games to teach your children about geometric shapes and numbers. The object is to gobble your way through a variety of mazes and match shapes, add, subtract, multiply and divide to get the right answer. Suit 3-7 years.

EASY LESSON/ EASY QUIZ
CAT. NO. 364310 $T.B.A.
Designed to allow teachers and parents alike to set questionnaires for children at any level. Up to five lines per question and seven different categories may be set. Answers to questions are of the multiple choice type and are randomized automatically by the computer. Grading of quizzes is also handled by the computer which also caters for printed copies. A very useful tool in education.

GORTEK AND THE MICROCHIPS
CAT. NO. 364303 $50.00
A delightful and unique concept in teaching your people to program. Couples a space adventure story with lessons in BASIC programming. Includes imaginative illustrations in vivid colours and is accompanied by two cassettes containing educational programs. (Refer page 12)

## FUN MATH ON YOUR MICRO
CAT. NO. 365729 $40.00
A complete package which includes a comprehensive book written by Czes Kosniowski. It is aimed at those people who wish to extend their knowledge of math via computer learning.

SPIRATES AND SNOWMEN
CAT. NO. 365300 $12.00
Competitive educational games for two children. "Spirates" uses multiplication, "Snowmen" uses additional and subtraction.
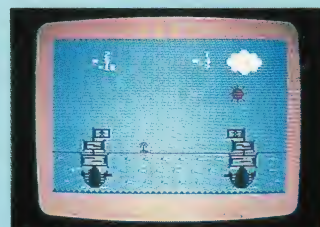
SPEED READER II CAT. NO. 510221 $89.00
Speed Reader II is a complete reading development course. Its professionally designed exercises will help build reading speed and improve comprehension with just 30 minutes of practice each day. Chart your reading speed with 34 interesting reading selections and check your comprehension with questions that follow each selection. Speed Reader II contains an easy-to-use editor which allows you to enter your own material and a grade level analyzer to determine reading level. Suit 8 years to Adult.

WORD ATTACK
CAT. NO. 510219 $69.00
Word Attack is a vocabulary building system that makes learning new words fun and easy. Its four educationally well-designed and graphically appealing exercises (including a fast-action arcade game) access extensive data files of 675 words. The words and sentences illustrating usage are presented on 9 different levels for students age 8 through to adult. Word Attack's editor makes it easy to enter your own word lists. Additional data disks are available. Suit 8 years to Adult.

MATH BLASTER CAT. NO. 510220 $69.00
Building math skills has never been so much fun! Math Blaster contains over 600 problems in addition, subtraction, multiplication, division, fractions and decimals for students age 6 through to 12. The problems are grouped in 'families of facts' and can be used with four different learning activities, including a fast-action arcade game. The program also has an easy-to-use editor so that parents and teachers can enter additional sets of problems. Suit ages 6-15 years.

11

LEARN COMPUTER PROGRAMMING WITH GORTEK

THIS IS A SERIES OF PACKAGES DESIGNED TO TEACH YOUNG PEOPLE THE FUNDAMENTALS OF COMPUTER PROGRAMMING BY COUPLING A SPACE ADVENTURE STORY WITH LESSONS IN BASIC PROGRAMMING

This package comes complete with a full colour story book which also serves as the Training Manual. Throughout the manual these are programs to be typed into the computer by the 'trainee'. At various points, there are games and exercises to be loaded from the cassette provided. These form an integral part of the story and also reinforce the learning process.

The authors of the series are three English school teachers who originally intended it to be used by children in the 10 to 13 age group. However, with parental guidance, it is also suitable for younger children. Older children and even adults find that GORTEK is informative and fun to use.

GORTEK AND THE MICROCHIPS

The planet of Syntax is being invaded by the fearsome Zitrons. GORTEK, the galaxy's foremost authority on computer programming, is working desperately to teach the microchips and the children to program the great computer 'creativity' in order to thwart the attack.

The package contains instructions on:
- using the PRINT command
- LOADing programs from cassette
- RUNning programs
- NEWing programs
- LISTing programs
- string and numeric VARIABLES
- program LOOPS
- the INPUT command
- using ARITHMETIC operators

At the end of the story, the computer is saved by the efforts of the children and the microchips. Successful trainees earn the right to wear the GORTEK badge which is supplied with the package. Also included in the package are two cassettes containing 12 educational and recreational programs.

Specifications of software and hardware are correct at time of going to press, but are subject to alteration at any time.

EARLY GAMES FOR YOUNG CHILDREN
CAT. NO. 510222 $45.00

Nine learning games that are fun! No adult supervision necessary. The Picture Menu allows children to select a game, play it, and go to a different game . . . all by themselves. They can match large, colourful numbers and letters, add or subtract stacks of blocks, work with the alphabet, learn to type their own names, compare shapes, and create colourful pictures. These gentle games will captivate and entertain your child while providing a comfortable introduction to the computer. Suit ages 2½-6 years.

EARLY GAMES MUSIC CAT. NO. 510223 $45.00

Children love music, and these four games help them discover how to make it! They can create new tunes using the computer to record the music and play it back. Or they can learn to perform favourites with the Melody Tutor. And Guido's Quiz teaches them the names of the notes and the keys on the piano. They can even combine colourful graphics with sounds. The games are fun and will help you discover something within your child . . . music! Suit ages 4-12 years.

EARLY GAMES PIECE OF CAKE CAT. NO. 510224 $45.00

Come visit a bakery . . . a magical bakery where children learn to add, subtract, multiply, and divide. Just keep count of the tasty cakes as they come out of the oven and are sold to customers. You have to work fast to catch a cake before it falls splat on the floor! If you have trouble, the bakers will help you and explain how to do it. The five games are a lot of fun and the bakers can teach you important math skills. After all, maths is a piece of cake! Suit ages 7-15 years.

EARLY GAMES FRACTION FACTORY
CAT. NO. 510225 $45.00

Fractions are hard! Everyone knows that . . . except the children at the Fraction Factory. They learn to describe fractions, find equal values with different denominators, multiply whole numbers by a fraction, add fractions, and subtract fractions from fractions. Colourful graphics and musical sounds help children understand what the numbers mean. And when you understand fractions, they aren't hard. Suit ages 7-15 years.

EARLY GAMES MATCH MAKER CAT. NO. 510226 $45.00

Match Maker playfully guides children through a series of discrimination games involving colours, shapes, sizes and directions. Musical sounds combine with colourful graphics to help children understand why their responses are right or wrong. The games play so easily even two year olds do not require adult supervision! Matching games are fun, and these help children prepare to learn how to read. Suit ages 2-6 years.

THE GAME SHOW CAT. NO. 510227 $55.00

Flashing lights, cheering teammates, challenging questions: using popular quiz show formats and animated colour graphics, The Game Show teaches information, vocabulary and essential thinking skills in a game of clues and target concepts. The easy Authoring System lets you create lessons tailored to your child's education needs.
Ready made Subject Diskettes offer over 30 topics each.
- Adaptable to any subject matter — any age group.
- For 1 to 2 players.
- Animated partners provide clues and motivate learning.
- Comes with lessons in 15 subject areas.

ADDITIONAL SUBJECT DISK FOR THE GAME SHOW
WIN WITH WORDS I CAT. NO. 510228 $25.00 6-9 years.
### WIN WITH WORDS II CAT. NO. 510229 $25.00 9-11 years.
PEOPLE PLACE & THINGS CAT. NO. 510230 $25.00 9-Adult.
YOU & YOUR WORLD CAT. NO. 510231 $25.00 9-Adult.

TIC TAC SHOW CAT. NO. 510232 $55.00

Broaden your child's horizons with new concepts and facts about our world. Tic Tac Show's animated quiz show emcee interacts with 1 or 2 players of any age as the program entertains, motivates and teaches. Popular in schools, Tic Tac Show comes with lessons in 14 subjects from Myths to Maths. Or use our Authoring System to write your own lessons — no knowledge of computers required.
- Combines strategy of tic-tac-toe with entertaining quiz show question and answer game.
- Exciting sound effects and animated graphics.
- Play with a friend or challenge the computer.
- Questions designed for all age groups.
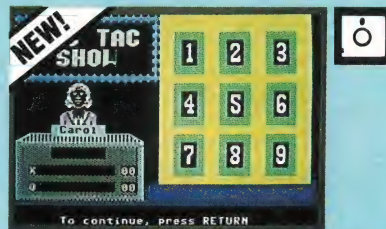
ADDITIONAL SUBJECT DISK FOR TIC TAC SHOW
FUN WITH FACTS I CAT. NO. 510233 $25.00 4-7 years.
FUN WITH FACTS II CAT. NO. 510234 $25.00 6-9 years.
YOUNG EXPLORER CAT. NO. 510235 $25.00 9-Adult.

PADDINGTON'S PROBLEM PICTURE
CAT. NO. 510218 $25.00

One morning Paddington's friend, Mr Gruber, left him in charge of his antique shop while he went out to do some shopping. So starts Paddington's adventure in the antique shop. Join him and help Paddington make things work out. Suit ages 4-6 years.

PADDINGTON AND THE DISAPPEARING INK
CAT. NO. 510216 $25.00

One morning, Paddington was in the garden testing some tricks from his conjuring outfit when he came across one he hadn't noticed. So starts Paddington's encounter with the magic ink. Join him and help Paddington write his postcard. Suit ages 7-9 years.

PADDINGTON SHOPPING MIXUP
CAT. NO. 510217 $25.00

One day Paddington sets out from number 32 Windsor Gardens. So starts the shopping adventure of Paddington. Join him and help Paddington make the sums work out in the end. Suit ages 4-6 years.

PADDINGTON EARLY VISIT CAT. NO. 510215 $25.00

One day Jonathan and Judy gave Paddington a bedside clock as a present. So starts Paddington's encounter with his new clock. Join him and help Paddington work out the time. Suit ages 4-6 years.

DPS 1101 DAISY WHEEL PRINTER

Just released! 12 characters per second.
R.R.P. $799.00

ALIEN ADDITION CAT. NO. 510209 $39.00
Alien Addition provides practice in basic addition facts using an 'alien invasion' theme complete with spaceships and laser cannons. Alien Addition is one of 6 packages included in Arcademic Skill Builders in Maths.
Game control options can be varied to meet individual needs:
• Speed (1-9)
• Content (basic facts with numbers 0-3, 0-6, or 0-9)
• Run time (1-5 minutes)
Suits ages 6 and up.

MINUS MISSION CAT. NO. 510210 $39.00
Minus Mission provides practice in basic subtraction facts by letting players destroy large green blobs of dripping slime with a laser beam firing robot. Minus Mission is one of 6 packages included in Arcademic Skill Builders in Maths.
Game control options that can be varied to meet individual needs:
• Speed (1-9)
• Content (basic facts with numbers 0-3, 0-6, 0-9)
• Run time (1-5 minutes)
Suits ages 6 and up.

METEOR MULTIPLICATION CAT. NO. 510211 $39.00
Meteor Multiplication, a highly motivational program in which players must disintegrate meteors moving toward a star station, helps players master basic multiplication facts. Meteor Multiplication is one of 6 packages included in Arcademic Skill Builders in Maths.
Game control options that can be varied to meet individual needs:
• Speed (1-9)
• Content (basic facts with numbers 0-3, 0-6, 0-9)
• Run time (1-5 minutes)
Suits ages 8 and up.

DEMOLITION DIVISION CAT. NO. 510212 $39.00
Demolition Division gives players an opportunity to practice basic division facts as tanks move toward cannons that the player can fire. Demolition Division is one of 6 packages included in Ardacemic Skill Builders in Maths.
Game control options that can be varied to meet individual needs:
• Speed (1-9)
• Content (basic facts with numbers 0-3, 0-6, 0-9)
• Run time (1-5 minutes)
Suits ages 8 and up.

ALIGATOR MIX CAT. NO. 510213 $39.00
Alligator Mix, a challenging program in which an alligator in a swamp is feeding on apples, will help players increase their skill in both addition and subtraction facts. Alligator Mix is one of 6 packages included in Arcademic Skill Builders in Maths.
Game control options that can be varied to meet individual needs:
• Speed (1-9)
• Content (basic facts with numbers 0-3, 0-6, 0-9)
• Run time (1-5 minutes)
Suits ages 6 and up.

DRAGON MIX CAT. NO. 510214 $39.00
Dragon Mix, a program in which a large dragon is protecting the city behind it from invading forces, provides practice in both multiplication and division facts. Dragon Mix is one of 6 packages included in Arcademic Skill Builders in Maths.
Game control options that can be varied to meet individual needs:
• Speed (1-9)
• Content (basic facts with numbers 0-3, 0-6, 0-9)
• Run time (1-5 minutes)
• Paddle or keyboard control
Suits ages 8 and up.
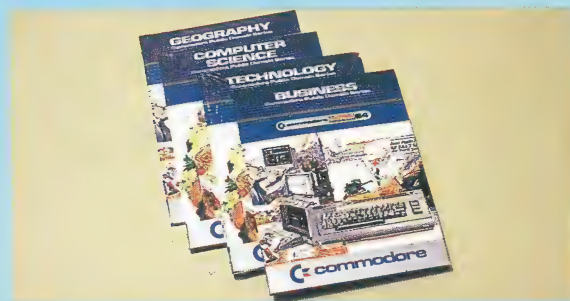
GEOGRAPHY I CAT. NO. 364701 $25.00
This educational package contains thirteen quizzes about countries, states, and their capitals. There is also a program that lets you print out a map of England.

COMPUTER SCIENCE I CAT. NO. 364717 $25.00
These thirteen programs show you more about using your computer. The programs include sorting lists, drawing graphics and creating animation.

TECHNOLOGY I CAT. NO. 364722 $25.00
This package of ten programs covers a variety of topics related to technology and how recent advances affect our lives. You'll learn more about computers as you have fun learning.

BUSINESS I CAT. NO. 364700 $25.00
This package contains fourteen programs that cover a variety of business applications. The programs include calculating interest, simulating business operations, and simulating stock transactions.

MUSIC MACHINE (CARTRIDGE)
CAT. NO. 364402 $40.00
Use the sound capabilities of the C64 and turn the computer's keyboard into a musical one. Create special effects, percussion, octaves and pitches.

MUSIC COMPOSER (CARTRIDGE)
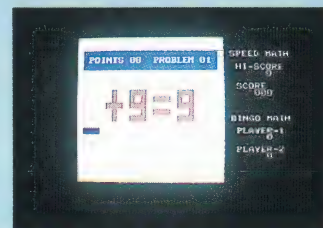CAT. NO. 364403 $40.00
Compose a song, play a song, save and play back your compositions on your Commodore Datasette Recorder (optional). Choose your favourite musical sound.

BINGO/SPEED MATH
CAT. NO. 364604 $30.00
Two educational children games that make doing sums fun! Bingo Math puts two children against each other, while Speed Math is for one player. Joystick or keyboard.

VISIBLE SOLAR SYSTEM
CAT. NO. 364609 $30.00
Teaches your children about the size and distance of the different planets in our solar system. It's almost a mini Planetarium.

14

≡ **€ commodore** PILOT & LOGO

EDUCATIONAL LANGUAGES

PILOT

PILOT is a Computer Aided Learning (CAL) language especially designed for the teaching/training environment. It allows educators to compose lessons and tests which their students then answer via the computer keyboard. The facilities offered by Pilot include:
- commands to design special screen frames
- commands to include computations within questions
- facilities to plot graphics
- an answers section which is able to accept alternative responses
- hints for the student

The original version of the Pilot language is known as 'common Pilot'. 'Commodore Pilot' is a revised and improved version of this language specially written for users of the Commodore 64. It contains all the features of 'common Pilot' so that lessons written in the original version can be quickly implemented by Commodore Pilot users.

In addition to the 'common Pilot' features, the Commodore version has been supplemented to take advantage of the extensive capabilities of the Commodore 64 including sprite graphics and user-defined characters. An excellent Pilot manual is supplied with the package so that even the novice computer user will quickly become proficient in developing Computer Aided Learning tuition for his particular teaching/learning need.

LOGO

LOGO, the popular Computer Aided Instruction language is now available for the Commodore 64. All the traditional LOGO features are included such as:
- graphics definition and movement
- text display
- multi-level graphics character display
- easy-to-use instructions
- screen editing from the keyboard

Children have great fun moving the famous 'turtle' around the screen creating colourful designs. Logo is useful not only for art and design but also for teaching English, Mathematics, Physics, in fact any subject.

In conjunction with the standard Logo features, additional commands have been added to facilitate the use of sprite graphics and sound synthesis on the Commodore 64. Commodore Logo works with Commodore Pilot and together they make a very powerful learning/teaching environment.

Note: PILOT and LOGO are sold as two separate packages.
PILOT Product No. 364106
LOGO Product No. 364105

Specifications of software and hardware are correct at time of going to press, but are subject to alteration at any time.
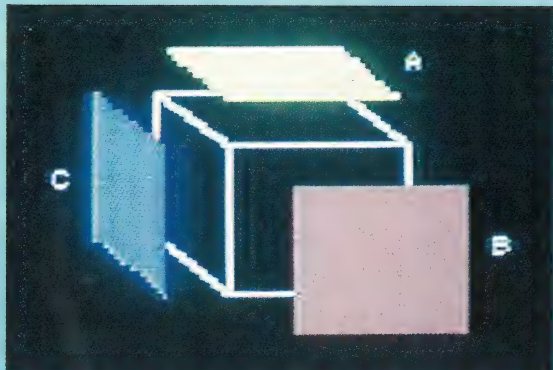
PROGRAMMING SOFTWARE

SIMONS' BASIC CAT. NO. 364108

Is designed to enable programmers of all levels to easily utilise the potential of their Commodore 64. Simons' Basic is three packages in one. It contains a Toolkit to remove the tedious aspects of computer programming, a vast range of commands to facilitate the use of graphics and sound on the 64 and structured Programming commands to help the programmer write more meaningful code. (Refer page 17)

$80.00

SUPER EXPANDER CAT. NO. 364104

The Super Expander is a powerful extension of the BASIC language. Previously you had to Peek or Poke specific memory registers in order to access many of the computer's features. This package provides the commands you need to use the 64's graphics, music and sound capabilities.

$30.00

PETSPEED COMPILER CAT. NO. 364113

A BASIC Compiler that allows you to speed up execution of your BASIC programs by up to 40 times. Already widely used on other models of Commodore computers, a version has now been specially developed for the 64. (Refer page 16)

$90.00

PROGRAMMER'S UTILITIES
CAT. NO. 364107

A package of 12 programs for the C64: Change Disk, Copy-all 64, Hex Dump, Load Addr. Supermon 64, Char Editor, Sprite Editor, DOS Wedge, PET Emulator, 1541 Backup, Editor 64 and Sidmon.

$28.00

ASSEMBLER DEVELOPMENT 64
CAT. NO. 364101

For the experienced user to write software in Assembly language. This package includes the Assembler itself. Two machine code monitors, editor. DOS wedge and two loaders.

$60.00

LOGO CAT. NO. 364105

Similar to the Apple LOGO by Terrapin plus extensions that really show off the power of the sprite graphics on the Commodore 64. Special commands have been added to incorporate sprite graphics and sound synthesis. Upward compatible with Commodore PILOT. (Refer page 15)

$100.00

PILOT CAT. NO. 364106

A powerful system for the computer-aided learning (CAL) author. User can quickly become proficient in developing CAL tuition for any teaching/learning needs. An excellent PILOT manual is included. (Refer page 15)

$60.00

FORTH CAT. NO. 510199

A powerful operating system with a programming language that in many respects is very different from other languages. It is suitable for nearly every imaginable application in business as well as in process control environments.

$80.00

ADDITIONAL PROGRAMMING COMMANDS

SIMONS' BASIC HAS BEEN DESIGNED TO ENABLE PROGRAMMERS OF ALL LEVELS TO EASILY UTILISE THE POTENTIAL OF THEIR COMMODORE 64. THE SIMONS' BASIC CARTRIDGE IS REALLY THREE PACKAGES IN ONE. IT CONTAINS A TOOLKIT TO REMOVE THE TEDIOUS ASPECTS OF COMPUTER PROGRAMMING, A VAST RANGE OF COMMANDS TO FACILITATE THE USE OF GRAPHICS AND SOUND ON THE 64 AND STRUCTURED PROGRAMMING COMMANDS TO HELP THE PROGRAMMER WRITE MORE MEANINGFUL CODE.

The package is supplied in cartridge form which means that you can use all of its features by simply inserting it into the slot at the rear of the Commodore 64 and turning the computer on — it's as simple as that. You then use the additional Simons' Basic commands just as you would any other BASIC commands.

Among the features of the toolkit are:
- AUTO for automatic line numbering
- RENUMBER for automatic program re-numbering
- KEY to assign commands to the function keys

and many more.

KEY WORDS LISTING

Graphics commands include:
- COLOUR to assign colours to the screen and border
- HI-RES to put the screen into high-resolution mode
- REC to draw a rectangular shape
- CIRCLE to draw a circular shape
- PAINT to fill a shape with colour

plus commands for creating sprites and user-defined graphics:
- DESIGN to set up a design grid for a sprite or user-defined character
- MMOB to move a sprite
- DETECT to detect sprite collision

The Structured Programming commands supplied by the Simons' Basic cartridge are a boon to programmers of all levels of ability. It is now possible to label BASIC routines and call these routines by name.

Structured Programming commands include:
- PROC to label BASIC routines
- CALL to pass execution to a routine
- EXEC to pass execution to a routine and return from it when the routine has been completed
- REPEAT . . . UNTIL to repeat a loop dependent on a condition test

and many others.

Simons' Basic also includes commands for screen formatting, scrolling the screen, input validation, character string manipulation, hexidecimal to decimal and binary to decimal conversion, integer division among others. The cartridge also has a group of commands which allows you to trap certain BASIC errors. You can even generate your own error messages! The range of commands supplied by the Simons' Basic cartridge make it an essential tool for any programmer who wants to easily utilise the special features on the Commodore 64.

Works with cassette or disk unit for program storage.

Product No. 364108
Specifications of software and hardware are correct at time of going to press, but are subject to alteration at any time.

BASIC COMPILER

PETSPEED IS A BASIC COMPILER THAT ALLOWS YOU TO SPEED UP EXECUTION OF YOUR BASIC PROGRAMS. ALREADY WIDELY USED ON OTHER MODELS OF COMMODORE COMPUTERS, A VERSION HAS NOW BEEN SPECIALLY DEVELOPED FOR THE COMMODORE 64.

Petspeed will compile almost any program written in BASIC without any prior changes having to be made to the program. A Petspeed-compiled program cuts down on processing time, disk handling and even print runs. The compiled program runs up to forty times faster than the original.

Petspeed is very simple to operate. Just type in the name of your program and sit back while Petspeed begins the first of four compiling passes. Petspeed will automatically abort if a program error is found during compilation. Like most BASIC compilers, Petspeed does much faster integer arithmetic, but, unlike previous compilers, Petspeed can find variables that always contain integers and even variables that sometimes contain integer values. The Petspeed compiler never does floating point arithmetic if integer would suffice. Expressions are evaluated as far as is practicable during compilation, e.g. a statement such as A$ = CHR$ (72) would be converted into A$ = "H". Petspeed even does non-printable characters like CHR$ (13). Numeric data statements are held in both integer and ASCII format removing the need to make conversions during time. Also included on the Petspeed diskette is a report program which allows you to list all arrays and user-defined functions and the addresses in the compiled program where they are used. The RUN/STOP key is disabled by default on all compiled programs and can be enabled or disabled in a program using simple, one-word commands. Petspeed is completely user-transparent. No special data key is needed to run Petspeed-compiled programs. The onus on protection is left entirely to you.

G-PASCAL (DISK) CAT. NO. 510114

Very easy and useful to use G-Pascal is an operating language that incorporates a 6,000 line/minute compiler; a powerful built-in text editor and extensive support for the 64's colour, graphics, music and sound effects, time of day clock and interval timer. All without using a single Peek or Poke statement.

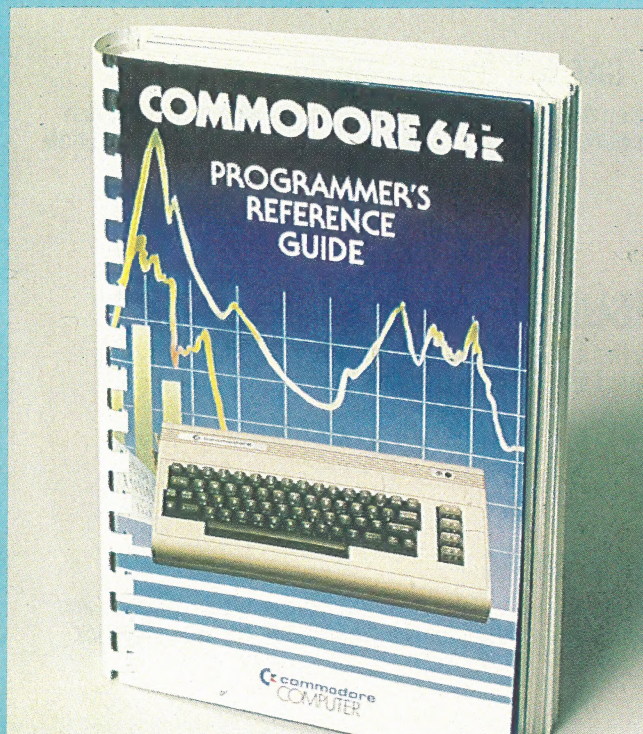## G-PASCAL (CASSETTE) CAT. NO. 510115

Refer to Disk Version.
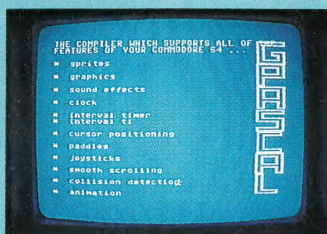
$79.00 EACH

BOOKS

C64 PROGRAMMER'S REFERENCE GUIDE CAT. NO. 250002 $22.00

The master C64 reference manual includes information on BASIC, 6502 machine code programming, input/output ports, microprocessing chips and tips for all levels of programmers. Indispensable.

HOME SOFTWARE

KNOW YOUR OWN PERSONALITY
CAT. NO. 365733 $30.00

This program is based on the best selling book by Professor H.J. Eysenck, Professor of Psychiatry, University of London and Dr Glen Wilson, also from the University of London. It provides users with a fascinating glimpse into the workings of their own personality.

KNOW YOUR OWN I.Q.
CAT. NO. 365734 $30.00

This program has been adapted from the well known book "Know Your Own I.Q." from Hans Eysenck. Four of the book's tests, each of 40 questions, have been incorporated together with an example test of 12 questions. The score obtained from each test is measured by the program against the I.Q. norms based on Professor Eysenck's research results.

KNOW YOUR CHILD'S I.Q.
CAT. NO. 365735 $30.00

The well known book by Dr Glenn Wilson and Diana Grills of the Institute of Psychiatry, University of London, both international experts in behaviour and intelligence was the basis for this program which represents a series of I.Q. tests with tamper-proof automatic scoring. It is designed for testing children between the ages of 5 and 11 years old.

# GAMES ON DISK AND CARTRIDGE

GAMES I CAT. NO. 364724 $25.00

Here is an opportunity to learn while you have fun on your computer! 14 fun and educational games.

GAMES II CAT. NO. 364725 $25.00

A collection of 13 educational games. Word guessing, logic games, math games and a simulation of Hi-Q.

GAMES III CAT. NO. 364726 $30.00

More fun and educational games that let you play and learn on your Commodore 64. Seven games in this collection.
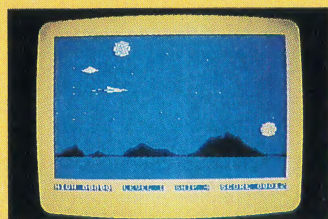
SPACE ACTION CAT. NO. 510194 $36.00

As a recent graduate of space-fighter school, you are stationed on the planet Theta-16 to guard the coastline against dangerous mutants and aliens from stealing the planet's rich mineral resources.
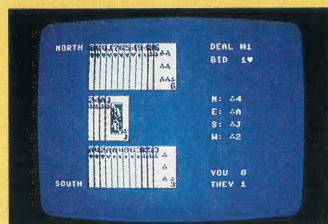
BRIDGE CAT. NO. 510195 $55.00

Designed for bridge players, from beginners to experts. It plays the role of a patient assistant helping you to learn the fundamentals of the game. It can also take the form of a clever challenger against whom you can perfect your skill.
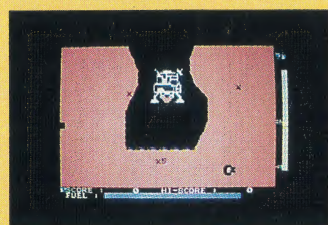
SUPER LANDER CAT. NO. 364601 $30.00

Can you land the space shuttle on the rocky surface of our mystery planet? It calls for a keen eye and a steady hand to work the thrusters and retro-rockets. And don't run out of fuel! Joystick or keyboard.
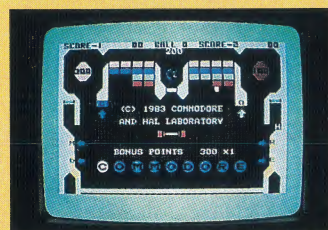
PINBALL SPECTACULAR CAT. NO. 364617 $30.00

All the fun of a pinball palace without the constant drain on your pocketful of 20-cent coins. With "flippers" noises and flashing lights. Requires paddles.
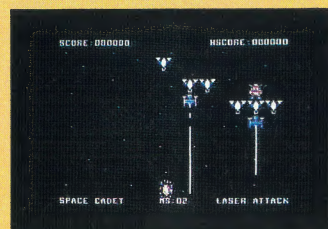
GORF CAT. NO. 364618 $30.00

The smash hit arcade game. Includes 4 different games, multiple levels of difficulty and some of the best cartoon graphics ever devised for video games. Keyboard or joystick.

20
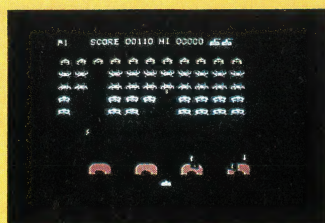
AVENGER CAT. NO. 364621 $30.00

It's an invasion of space intruders, and you are there to "avenge" the earth. This is the classic arcade game for video game enthusiasts. Keyboard or joystick.
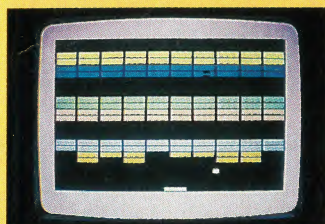
SUPER SMASH CAT. NO. 364622 $30.00

This is a fast action Tennis game for two players. Just the thing for those rainy days when the court is wet. Though it won't help you burn off many calories. Requires paddles.

FROGMASTER CAT. NO. 364624 $30.00

Designed for either one or two players with over 100 variations of the game. A combination of football and rugby, you are the coach of a team made up of frogs, tadpoles, turtles and snakes. Your ambition is to beat the opposition. A widely complex and challenging game.
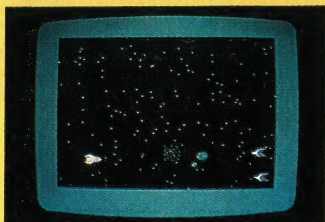
STAR RANGER CAT. NO. 364631 $30.00

You're the commander of the space ship Star Range and your mission is to rid the universe of mysterious and cunning aliens. A fun action game.

KICKMAN CAT. NO. 364602 $30.00

A favourite children's game where a man on a unicycle (one-wheeled bike) manoeuvres back and forth on your screen trying to catch the falling balloons. Joystick or keyboard.

SEAWOLF CAT. NO. 364603 $30.00

You are the commander of a U-boat, you must sink all the enemy ships. Your targets are fast-moving P.T. boats, cruisers and freighters. 1 or 2 players. Requires paddles.
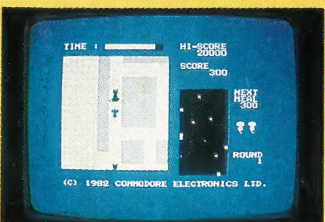
RADAR RAT RACE CAT. NO. 364605 $30.00

Three rats are chasing your mouse as it runs through the maze hunting cheeses. Confuse the rats with your "scent" trail, but beware of sleeping cats. Joystick or keyboard.

CLOWNS
CAT. NO. 364606 $30.00
Move your see-saw under the jumping clowns. You can hurl your acrobatic playmates into the sky to catch balloons for you, but it's up to you to save them when they come down again. Requires paddles.
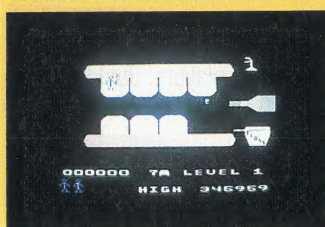
TOOTH INVADERS
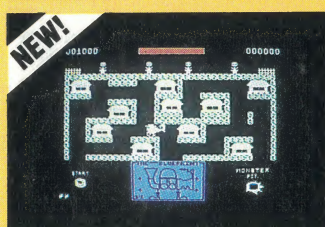**CAT. NO. 364610 $30.00**
More than just a game, this recreational program reinforces the message on dental hygiene. Can your children drive away the dreaded "PLAQUE-man"? Requires joystick.

BLUEPRINT
CAT. NO. 364612 $30.00
The object of the game is to help J.J. build the 'Ammo Machine' before time runs out. Machine parts are stored in a colourful maze of houses to which J.J. must run in the maze to find all the pieces. Surprises and fun for all ages.

LAZARIAN
CAT. NO. 364613 $30.00
A fast-paced "Shoot-Em-Up" where the attacking waves of spaceships and aliens "dive bomb" your defences. Move, shoot and stay alert. . .or die in the attempt. Requires joystick.

OMEGA RACE
CAT. NO. 364614 $30.00
Not a contest of speed but a fight for survival against the attacking race of Omegans. Rotate your space fighter and blast away before they get you. Use joysticks, paddles or keyboard.
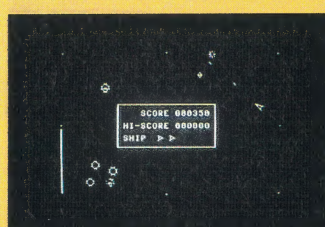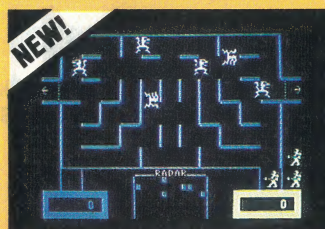
LE MANS
CAT. NO. 364616 $30.00
A game of Grand Prix motor racing at the famous French circuit. The aim is to pass as many of the other cars as you can; but of course they'll try to block you!
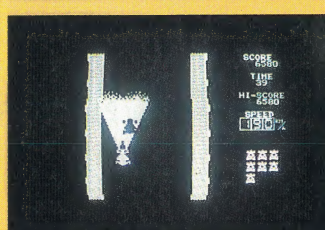
WIZARD OF WOR
CAT. NO. 364615 $30.00
Move about in the mysterious maze of Wor "zapping" the meanies with your laser before they can get you. An unusual combination of a maze game with a "shoot-em-up" game. (Nope, it's not a spelling mistake.)

DRAGONS DEN
CAT. NO. 364632 $30.00
Equipped with lance you are the knight in shining armour. You must rid the country of rampant dragons and dodge flying bats and arrows.

NEW! INTERNATIONAL SOCCER
**CAT. NO. 364635 $30.00**
An amazing full colour graphics 3-D football game available on cartridge for instant plug-in action. Can be played by two players or by one against the computer. Select your favourite team's colours and off you go. Guide your players to victory by passing, tackling, shooting and heading the ball. Just like the real thing including all action goalkeeper, throw-ins, crowd noise, half-time scoreboard and cup presentation at full time.

DEPTH CHARGE
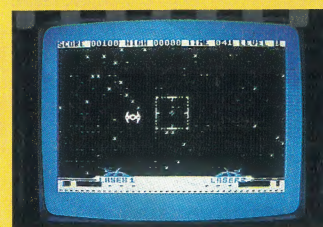**CAT. NO. 365301 $12.00**
Sailing along on the high sea, one of your five battleships is attacked by a fleet of submarines firing mines. By manoeuvring your ship and strategic use of your depthcharges, you can fight off the attack and defeat the enemy force.
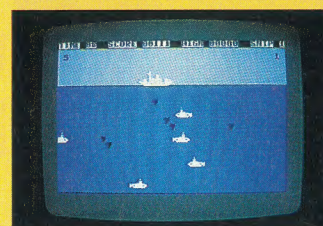
STELLAR WARS
CAT. NO. 365302 $12.00
Travelling through the galaxy you are attacked by a squadron of stellar fighters. You have 100 seconds to shoot them down with your twin lasers and become the ace spaceman of the fleet, but beware of overheating of your lasers.

SOOPER FROOT
CAT. NO. 365303 $12.00
An adaptation of the popular pub fruit machine game which at the start of the game you are given a stake of $2.00. You then place bets of 10 cents on the chance of obtaining one of the winning combinations. Sooper Froot includes such features as hold, nudge and respin.

LABYRINTH
CAT. NO. 365304 $12.00
A game for one player, you stand at the entrance of a futurist version of an Elizabethan maze with sweet music playing. The path extends before you. You must find your way through the maze in as few steps as possible. If you get lost you can look at the plan, to see where you are but this will reduce your score.